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TIME OUT
OCTOBER 1997

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Pete Jacobsen's

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COIN CASCADE CABINETS

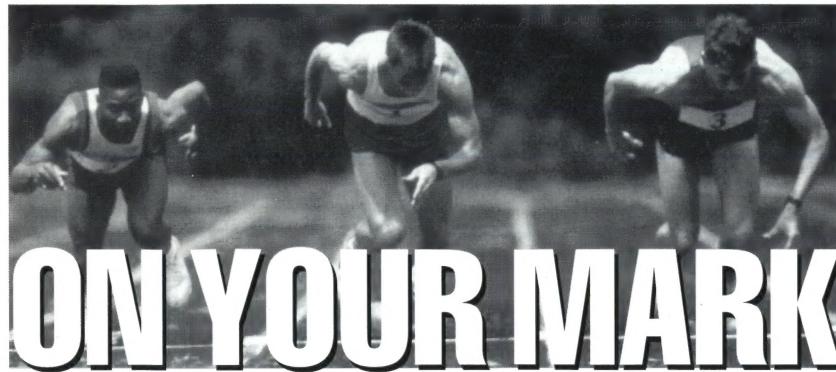


38" STD OR 38" DUAL
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COMPLETE READY TO FIT
GAME.

SUITABLE FOR ANY GAME
LOOKS GREAT IN ANY
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QUALITY AT AN
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ON YOUR MARK

AFTER spending August 11-17 in Chicago, I regret to report that my "big picture" for the industry right now is on the dark side. Loose ammunition is rapidly piling up which could easily explode into another damaging political war between operators and manufacturers, unless strong preventive measures are taken immediately. I'd like to see this ridiculous and unnecessary conflict headed off now, while it's still possible. Here's a rundown of the hot-button issues.

Parallels: some top AMOA leaders want to ask Sen Hatch to sponsor a bill to legalize operation of parallels once again, on the grounds that Sega (and possibly other factories?) have "broken promises" to market video games uniformly in all markets globally. Some factories are privately responding with a threat to walk away from the AMOA Expo for all time. Everyone should realize that top AAMA people who are closely associated with the 1995 "peace deal" have quietly stated: "If Sega was selling House of the Dead overseas as a kit, then Brad Brown is right" on his "broken promise" claim. I would like to see this issue defused now, for obvious (and historic) reasons.

AMOA Expo: rumour has it certain distributors are circulating letters, discouraging operator customers from attending the '97 Expo. At this writing, no hard copies have been produced; none may exist. If such letters were written, we've all got a big problem. Any such letters should be withdrawn and disavowed. If no such letters are produced, let's not whip up conspiracies out of thin air, okay?

AMOA Expo, part two: it is a fact that Sega and Namco are not participating in this year's show. Some AMOA'ers frankly don't believe their reasons. It's also a fact that Namco, Konami and possibly one or two other Chicago factories plan an early September product showing to distributors. However, contrary to AMOA fears, these Chicago plans are not targeted at Expo. Namco will do its usual thing at Carlucci's Restaurant, no operators involved. Konami and maybe others will likely do their usual thing, ie., have distribs drop into the factory as long as they're in town anyway - no operators involved. A totally standard, typical event. A non-issue.

NANI and Microsoft: some top AAMA folks complain they weren't consulted at NANI's

early stages. This is simply not correct. Some time after early 1992, AMOA leaders flew around the country to consult with all the video factories, solicit their input and invite their participation. Nobody volunteered. Now that Konami and Capcom have some CD-ROM based games on the market, factories can drop their criticism that CD-ROM video systems won't work. Next, since factories have no problem asserting their rights to operate arcades, revenue-sharing and joint ventures, they should be happy to concede AMOA has a perfect right to flirt with the manufacturing business. Free enterprise is free for everybody. Vertical integration opens upward as well as down.

Can a political war over these issues be avoided? Yes. AAMA President Mike Rudowicz and AMOA 1997-98 President Don Hesch are experienced men of good sense and good will. And, they work less than 10 miles from each other! Over the coming year, they should meet every single week for long, private lunches - just the two of them - and talk, talk, talk. And, they should wear firemen's hats, because their biggest job may be putting out fires.

COURTESY REPLAY

TIME OUT

JAMMA '97

THIS years JAMMA Show was held at the Big Site Convention Centre located in Tokyo city. A small typhoon accompanied the show bringing torrential rain for part of the four day event that was attended by large numbers on all days.

NEOPRINT TYPE PRODUCTS featured on every stand.

With the aid of a digitised picture you can now have your face reproduced on cups, key rings, cigarette lighters, jigsaw puzzles, self inking stamps, 3D holograms, tea shirts, in different sizes and with different backgrounds. This industry is huge in Japan and is picking up momentum around the rest of the world.

NeoPrint had a range of upgraded backgrounds allowing you to have your picture taken with famous characters as well as sports personalities.

New NeoPrint type machines in three different formats allowed your image to be reproduced on a postcard

lighters, key rings etc.

The third incorporates a phone booth styled cabinet that players enter and talk into a microphone.

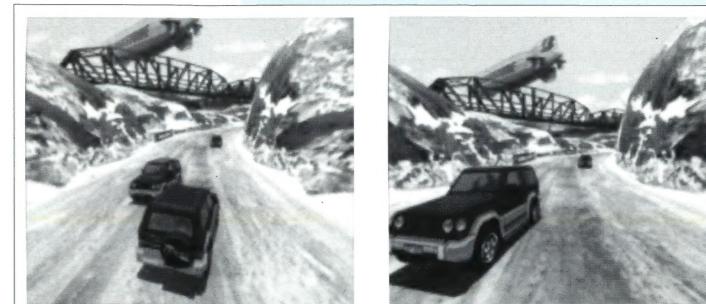
SNK has had a lot of recent press about the release of their new System 64 and they had two great games debuting on the system.

Samurai Shodown 64 is SNK's first polygon fighting game using 2D



and 3D fusion techniques and incorporating the incredible power of the system 64. Character detail and technique as well as enhanced special features guarantee this game's success.

Road's Edge is the new dedicated two player driver with full steering wheel feedback and two view options. The game itself allows you to select a Land Rover Discovery, Mitsubishi Pajero, Toyota Hilux or a Neo Geo Field Fox as you compete in off road action. While the original cabinet is being sold in dedicated form, long term, operators will be able to convert the cabinet



sized jigsaw puzzle (just the thing for the grand kids) while another allowed you to transfer your image to cigarette

into new driving games.

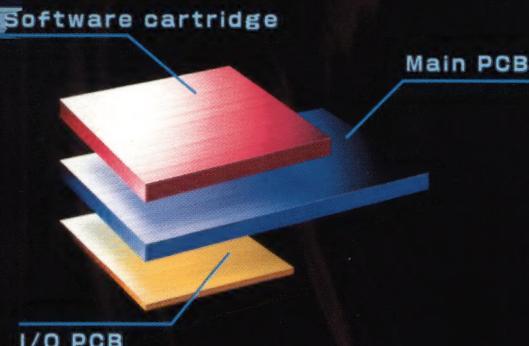
SNK clearly has a vested long term interest in maintaining new/

HYPER NEO GEO 64™

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The Ultimate NEO GEO Is Here!

The easy-to-handle, high cost-performance NEO GEO has reached a new level of excellence. Now it packs two capabilities: A high-grade 3-D function that produces life-like computer graphics, and a sophisticated 2-D function for sleek and vivid animation. These dual functions come together in a single piece of hardware-Hyper NEO GEO 64. A PCB that will open a new frontier of profitable possibilities in the amusement world.



Displays 2-D and 3-D images at 1/60 of a second.

With the combined presentation of realistic computer-graphic images and full sound, players will experience a new level of virtual amusement.

The convenient, removable ROM-cassette format lets anyone change software easily. Functions can be added to meet the special demands of software.

Hyper NEO GEO 64 (Specifications)

Overview
CPU: 64-bit RISC chip
RAM: 4MB
Program Memory: 64MB

Video
● 3-D section
VERTEX memory: 96MB (max.)
Texture memory: 16MB (max.)
Displayed sprites: 1,536/frame (1 frame = 1/60 sec.)
Character memory: 128MB
Main functions: Enlarge and reduce (scaling); up/down, right/left reverse; montage; chain; mosaic; mesh; action
Scrolling screens: 4 (max.)
Character memory: 64MB
Main functions: Enlarge, reduce (scaling); revolution; morphing; horizontal/vertical screen partitioning; horizontal/vertical line scrolling
Colors: 16.7 million/4,096 (displayed simultaneously)
Channels: 32
Sampling frequency: 44.1KHz (max.)
Wave memory: 32MB

ESCALES

AIR COMBAT 22 DX 2ND HAND



GOLF SIMULATOR REDEMPTION 2ND HAND

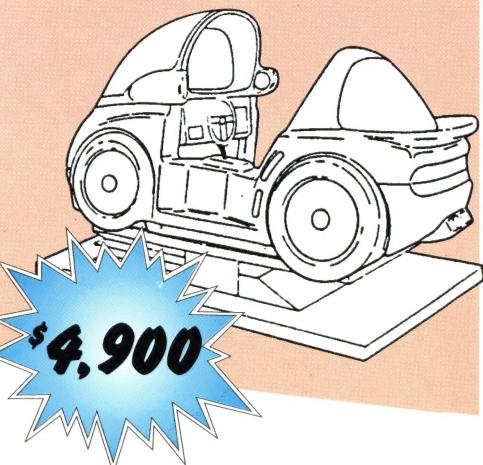


TIME 'OUT'

RAIL CHASE DX 2ND HAND



CHASE HQ DX 2ND HAND



HOT SP

SEGA SKILLTESTER



2ND HAND UNITS WITH NEW COIN
DOOR & ELECTRONIC MECHS

VICTORY GOAL



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DAYTONA TWIN 26"



TAITO DX AIR LANDER

HUGE SINGLE PLAYER TAITO UNIT
SIMULATING AIRPORT LANDINGS AT VARIOUS
AIRPORTS 2ND HAND

TIME OUT

HYPER NEOGEO 64

Take the new *Samurai Shodown* ...

Beginning with the 1997 AOU Show and several subsequent exhibitions, this title created a huge response from a variety of fields after a video presentation. Now the real thing is here and will be one of this year's standout titles!

Thanks to Hyper NEO GEO 64 and its sophisticated 3-D and 2-D computer graphics functions, *Samurai Shodown 64*'s colorful backdrops and innovative presentations are sure to make it a bankable blockbuster.

• *Samurai Shodown*, the 2-D fighting game that caused a major sensation, is here in its long-awaited 3-D incarnation!

• Smash through screens and plow into the next room! Fall through floors into hidden cellars! And in the first three-dimensional 360-degree battlefield, an expanding, furious epic sword battle unfolds.

• Characters ranked at the top of game fan's lists are even more appealing thanks to Hyper NEO GEO 64. And a new story with new characters guarantee increased popularity.

• Slash! Punch! And run! A game that unfolds just like a samurai movie. Realize the action using two attack buttons and two action buttons.

• Through motion capture and 2-D animation technology, stunningly fluid and real movement is reproduced. Each character also comes with their own set of unique expressions for greater and more intense player recognition.



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JAMMAY 97



CAPCOM'S stand was very busy as usual with a range of Japanese only products as well as a range of new games now available on home systems. The quality of these games is certainly improving rapidly. Their coin-op product range consisted of three new fighters

Super Gem Fighter Mini Mix a CPSII System upgrade gives players all the popular Capcom characters super deformed into small child size. This game is available immediately

Street Fighter 3 - 2nd Impact is a CPS 3 systems game with head to head combat and ten characters to choose from - available late October.

Rival School - United By Fate is a new polygon school team based fighting game set at the turn of the century and was very well received at the show. Fighting enthusiasts will really appreciate this game.

SEGA'S stand was packed with new product with *Virtual On - Cybertroopers* one of the most popular pieces. This is an update on their current game.

Get Bass is a bass fishing game incorporating a hand rod and allowing



quality releases for its existing system and this was confirmed with *Metal Slug 2* expected before Christmas.

CLASSIFIEDS

NEO GEO CARTRIDGES FOR SALE

2x 3 Count Bout	\$150	\$8,000
1x Aggressors of Dark Combat	\$200	\$6,500
10x Art of Fighting 1	\$150	\$8,500
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4x Burning Fight	\$100	\$3,600
1x Cyber Lip	\$100	\$11,500
8x Fatal Fury 1	\$100	\$4,500
4x Fatal Fury 2	\$250	\$6,000
1x Karnov's Revenge	\$400	\$12,000
1x King of Fighters 94	\$200	\$10,000
1x King of Monsters 1	\$200	\$8,000
1x Magical Drop	\$300	\$6,000
2x Mutation Nation	\$150	\$4,500
2x Ninja Combat	\$150	\$10,000
3x Ninja Commando	\$200	\$12,000
1x Pulstar	\$400	\$10,000
1x Samurai Shodown 1	\$100	\$8,000
1x Sengoku	\$200	\$12,000
2x Soccer Brawl	\$250	\$10,000
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2x World Heroes 2	\$200	\$12,000
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1x World Heroes Jet	\$200	\$12,000
Any 5 cartridges for \$700		

Project 50" big screen & console	\$8,000
Revolution X	\$6,500
Rabbit Racer	\$8,500
T-Mec twin	\$13,500
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Virtua Cop 1 40" NRI mech...	\$11,500
Virtua Fighter 2	\$4,500
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FOR SALE

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FOR SALE

2x 50" Alpine Racer	\$32,000
PHANTONY 025 224 3787	



DEDICATED FOR SALE

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Cyber Cycles 50" twin	\$48,000
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Killer Instinct 2 25"	\$4,600
Laser Kits	\$1,000
Lethal Enforcer Kit	\$800
Mortal Kombat 3 Ultimate 26"	\$3,500
NBA Jam Tournament 26"	\$3,500

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1x Marvel Super Heroes (B)	\$700
4x Mortal Kombat 1	\$400
1x Mortal Kombat 3 Ultimate	\$700
2x NBA Jam Tournament	\$800
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1x Tekken 2	\$1,700
1x Toshinden	\$900
1x Virtua Fighter 2	\$2,500
1x War Gods	\$2,400
1x X-Men (B)	\$800

CABINETS FOR SALE

Red Uprights 26" vid game cabinets	
electronic coin mech	\$2,000
Red Lowboys 26" vid game cabinets	
NRI coin mech	\$1,800

PINBALLS FOR SALE

No Fear	\$3,400
The Flintstones	\$2,500
The Shadow	\$3,000

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JAMMAY



the player to catch bass (the fish). contestants.

Sega also had a range of Neo Print type machines with one unit that printed a hologram style picture.

NAMCO'S new hardware system was on display with a raft of new and innovative games.



beginners course and new cars to compete against. **Le Man** has been tested in the market for some time and has already been back into Sega's research and development department for some adjustment. It is rumoured that Sega USA have viewed both the game and the test reports and will not be releasing the game in the USA market.

Virtua Fighter 3 Plus was another upgrade on a weak game with new action and contestants. This is available as a low cost upgrade to VF3.

Water Ski is an Alpine Racer type 50" unit duplicating high performance water ski action, while **Lost World Super Delux** is a theme park styled four player game based around the movie of the same name.

Motor Raid a two player Manx TT upgrade gives us futuristic bike racing game with weapons and is available as either a dedicated twin or as an upgrade kit for Manx TT twins.

Segas new pinball **The X Files** was well received and their new PCB game **Winter Heat** was a lot of fun. Players compete in six different winter sports games using the same technique used in Hyper Olympics to control



Final Furlong really has to be played to be appreciated. This horse racing game with real mechanical horses and a whip button is great fun and is

JAMMAY



earning some very good figures overseas.

The best piece at the show would have to be the new Namco motor cross game **Motor Cross Go** a stadium cross type, four player linkable motorcycle racing game with a real action motorcycle shell as the controller.

Pinpoint Shot with



four fullsized guns was set up so that players actually shot at targets from a platform set above the rest of the arcade. Ideal for gun shooters and for operators who want to get some revenue back from current air space.

Two new pcb games **Liber Grande** a soccer game with excellent graphics and play (although not as good as the Sega Virtual Striker 2) and **Wrestling 3** completed Namco's video line up.

Beauty Club game players eight new hair styles of their choice superimposed on their digitised image giving some amazing results. One seasoned player/operator/distributor was even heard to mention that he thought his new digitised hair style took some 30 years off his age. Watch for some new hair styles in the land of Ozz.

TOWA specialises in pcb games and currently uses the Sega System 2 board set.

Gallop Racer 2 is a new version of a game that was very popular in the Japanese market, while Striker 45 Part 2; a vertical air combat game is an upgrade on a game that was very popular in our market.

Konami have had some very successful games lately and now possess the most powerful new hardware system currently available. The Cobra system unleashed two graphically superior but hugely expensive games onto the show floor.

Racing Jam in a dedicated delux cabinet (not unlike the delux version of Scud) complete with hand break and awesome track and car options was not 100% complete at show time but was impressive.

TIME OUT

SETTING UP YOUR PINBALL

IN the heyday of pinball, machines could still reap a great turnover even if they weren't adjusted for their optimum performance. This may have led to the belief that there were no unsatisfied players because the cash box was still full. To guarantee repeat play today the player must not be ignored. Keeping machines working flawlessly and to the expectation of players is an important investment, not just to ensure the machine's success but also that of the site and business that runs it.

This article offers a few tips on some of the most important adjustments to be made when setting up machines.

BOOKKEEPING

THIS allows for checks on how machines are performing and facilitates making the necessary adjustments. The most important bookkeeping information is:

- total earnings
- recent earnings
- free play percentage
- average ball time
- time per credit
- percent replay
- tilts (found in standard audits)

Apart from the tilts, all this information can be found in the main audit. Keep pressing the black enter button to view these items.

TOTAL EARNINGS

THIS is how much the machine has earned since it was new or since the batteries on the CPU board were replaced. The money counter cannot be reset other than by temporarily removing these batteries.

AVERAGE BALL TIME

ONE minute is desirable for the

average ball time, giving three minutes of game time (with three balls per game). Ball time is influenced by the angle of the playfield, which can be adjusted using the mounted spirit level to the correct angle of 6.5 degrees. The top edge of the bubble should be between the two bottom lines.

Ball time can also be adjusted by moving the posts of the left and right drain. Also a highly polished playfield surface will speed up the ball, while the condition of the flippers will have a bearing too.

BALLS PER GAME

THE number of balls per game can be adjusted in Standard Adjustments.

However, it may be more convenient to use the presets in Utilities. For example, the option "install five balls" will give five balls per game and alter the feature adjustments in order to keep up the challenge of the game.

GAME DIFFICULTY LEVELS

THE presets in Utilities allow the game difficulty to be altered. The pinball computer will automatically choose appropriate feature adjustments for each difficulty level.

FEATURE ADJUSTMENTS

IT is often better to change feature adjustments using the presents as mentioned previously. However, these may be useful: change Ball Saver and Ball Save Time to influence time per credit (see the operator manual for details); use the right flipper as a launch if the launch is faulty; use Disable Playfield Device

to switch off a broken playfield part so the computer can maintain the game without trying to use the device until it is fixed.

TILOTS

STANDARD audits check how many times the machine was tilted.

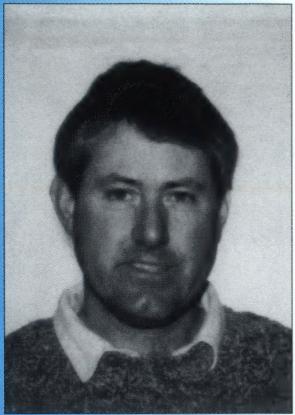
It is useful to monitor the trends weekly and be alarmed if there is a dramatic increase. Tilts can occur for a number of reasons, including a badly adjusted mech, moving the machine on an uneven floor, the ball gets jammed and players try to shake it loose or a foreign object rests against the tilt switch.

Pay good attention to the tilt. The machine will annoy players if it tilts for no good reason and they will then walk away.

Courtesy LeisureLine



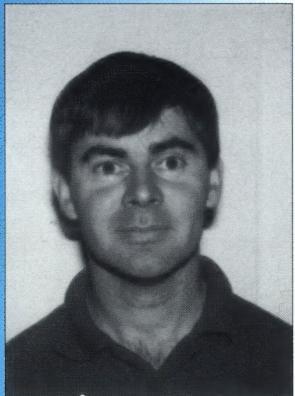
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JAMMAY



Fighting Wu Shu introduced a thinking CPU that learns as you play and gets smarter after each game and varies from character to character. Hence the "vs CPU" game takes on a unique prospective. Beginners are also catered for with a new easy fight automatic feature that allows a player to hit any button repeatedly idle and get the character performing all its moves. This fighter has all the moves and some very real action.

Sky Devastator in a delux unit, although not complete, gave us a helicopter attack game but was only average.

WILLIAMS AND ATARI

shared a stand displaying *Mortal Kombat 4*, *Off Road Challenge* and a new pcb grid iron game *Blitz*.

Blitz incorporates the now standard digitised graphics found in most Midway games and incorporates some of the feature play seen in the NBA series. This game will perform well in sports oriented locations. Williams new



pinball *Circus Voltaire* is certainly different. This unit incorporates the dot matrix display in the back of the playfield leaving the top light box for a special feature. The game is themed around a circus and incorporates playfield neon lighting and some excellent features. Williams have decided not to follow in the "licensing format" used extensively by Sega and have instead used those funds to put more features into the game. This is clearly the case with *Circus*. Both Sega and Williams, Bally and producing fewer models each year giving operators a good opportunity to take advantage of this as pinball will always remain a viable part of the formula for a balanced operation. Customers put off by consistently finding pins with poor service have been kept away but dedicated players are still keen to play well maintained, good quality units.

JALECO have also licensed Sega's System 2 hardware and *Over Rev* was the result. This twin driver is available in dedicated form or as an upgrade kit for *Indy 500*. *Tetris 2* available as a pcb upgrade follows a familiar pattern and has been seen before but still sparked some real interest.

Overall we saw some good pieces but nothing to really match Daytona. While it was rumoured that *Rally 2* might be shown Sega confirmed that this would not be available until at least the middle of next year.

Hopefully we will see something new at the American show

SPECIALS

\$2 COIN MECH S10



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GE86 BULB SMALL WEDGE



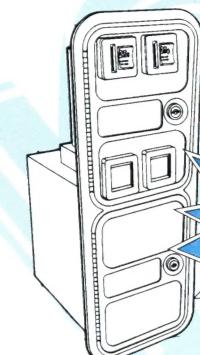
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\$8.50

COIN DOORS



\$48.90

GE89 BULBS 12V BAYONET 906 BULB 12V WEDGE



.95

EOS SWITCH - OLD TYPE

\$3.80



REDEMPTION CORNER PRIZE LAYOUT

YOU have looked at the product range available, assessed your market and purchased your redemption prizes, now comes the tricky task of displaying your prizes to their full (and profitable) potential.

Look upon your redemption counter as your own retail store. It is easy to say let common sense prevail, however, here are some hints that you may find helpful when deciding on your prize layout:

- Products with the greatest profit margin should be situated in prime selling positions.
- Prime selling positions are generally those at "eye-level" or at an area where a customer has to wait for service ie: till, eftpos machine.
- Product sales can be increased dramatically by moving a product from a poorer to a better selling shelf.
 - High turnover items should be also sited in prime positions but should also be used to improve other selling positions.
 - Products should be placed together to make customer selection easy.
 - Prizes should be moved every 3-4 weeks to create customer interest.
 - Keep your shelving and displays clean and well dusted.
 - Ensure your prize area is well lit so that all product is highlighted.
 - In addition to lighting, use contrasting colour to highlight a particular product.



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EASY WAY.
CHARGE TO
YOUR CARD
ON ALL
PURCHASES



OTHER FINANCE OPTIONS ALSO AVAILABLE

TIME OUT

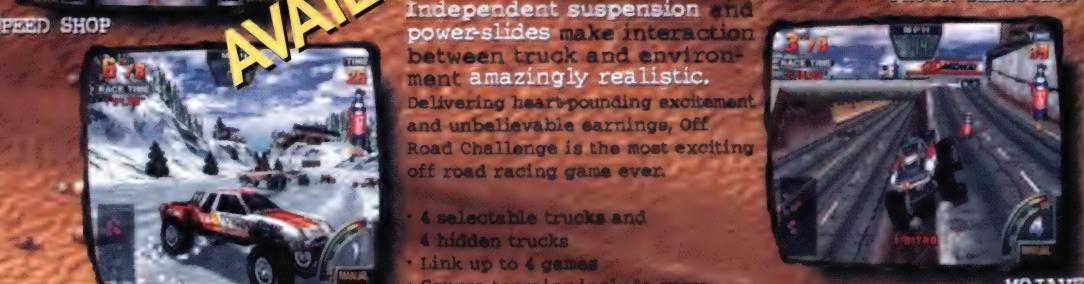
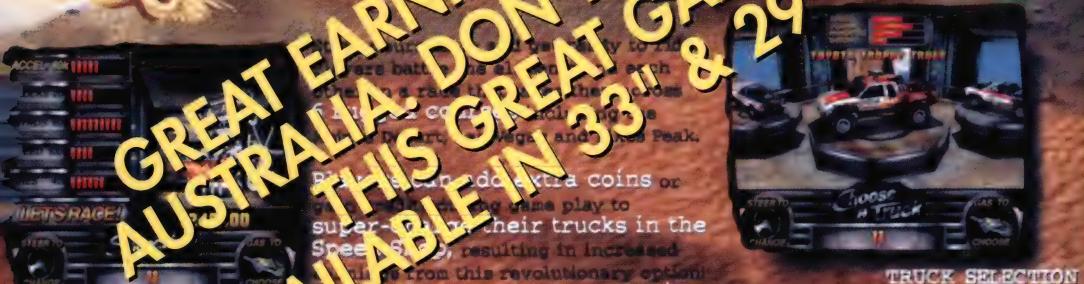
Now you've Hit
PAY DIRT!

MIDWAY

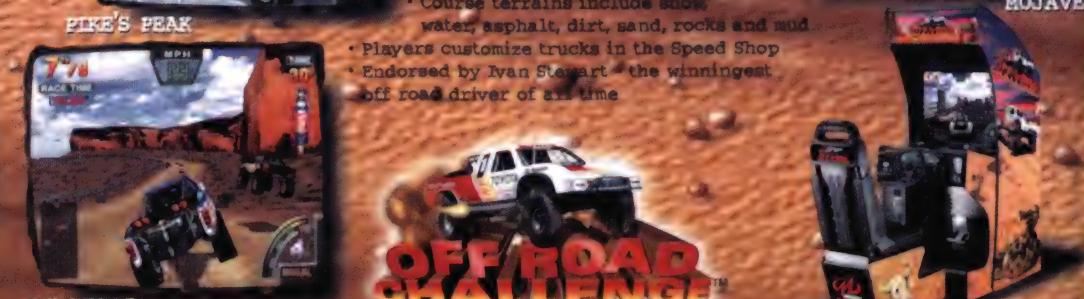
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GREAT EARNINGS ALREADY IN
AUSTRALIA. DON'T MISS OUT ON
THIS GREAT GAME!!
AVAILABLE IN 33" & 29" TWIN



- 4 selectable trucks and 4 hidden trucks
- Link up to 4 games
- Course terrains include snow, water, asphalt, dirt, sand, rocks and mud
- Players customize trucks in the Speed Shop
- Endorsed by Ivan Stewart - the winningest off road driver of all time



Neo Print

Neo Print Photo Stickers are here!!

Neo Print is the hottest photo booth out today! 16 photo stickers with 4 different types of frames all on one sheet. Collect them, trade them or stick them on just about anything!!!

Color



Monochrome



Multiple Options

- 3 color variations! In addition to color, select dramatic black & white or elegant sepia prints.
- Choose from 12 basic frame styles each with 4 different fun and original frames. That's 48 different backgrounds.
- Preview function that allows consumers to get just the right photo.
- Cartridge based. A quick and easy way to keep the Neo Print fresh. Keep consumers coming back for hundreds of new creative frames.

Superior Video Printer

- A built-in, high speed printer produces photos in 25 seconds, less than half the time of our competitors. Less waiting means more customers and profits!
- 1024 x 496 pixels per inch for the best quality photos.
- A roll paper developing system with a never end roll.

Unique Cabinet Design

- Stylish color and graphics that will draw in location and attract every customer.
- Special reflective canopy that provides optimal picture quality.
- Minimal footprint size to allow Neo Print to stand virtually anywhere.

**NEW SHIPMENT
ARRIVING DON'T
MISS OUT**



- Holiday Greetings
- Postcards
- Identification Cards
- In Lockets
- Achievement Certificates
- Letters
- Awards
- Gifts
- Personal Items
- Children's I.D.s
- Books and Binders
- Graduation Announcements
- Organizers
- Birth Announcements
- Wine Bottle Labels
- Special Memories
- And many many more!!!

MEDIEVAL MADNESS

Defeat the King and all his men to stop the Madness and restore order to this great land.

Destroyeth yonder castle!

Battle two wretched trolls!

Castle shakes and jumbles when player breaks through drawbridge, gate, and into castle

Defeat the evil dragon to save the damsels in the tower

The Attack From Mars design team delivers a game with whimsical medieval items to tickle the fancy of all the masses

Several exciting multi-balls including Raid the Castle, Multi-ball Madness, & Battle for the Kingdom

TRY ideal game design for all skill levels - wide open playfield for novices, large number of play-modes for experts

Hidden evil trolls pop up for player to defeat

THE REIGN OF PAYNE

Williams

TIME OUT

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

Height: 75" - 180cm Height (backbox folded): 55" - 130cm Width: 22" - 55cm Depth: 50" - 130cm Weight (unboxed): 355kg

INTERNATIONAL *news*



MAYGAY BLOWS THE DOORS OFF WITH NEW AWP ...

MAYGAY is relying on a cult film classic to drive home the revenue from its latest AWP.

The Italian Job challenges players to collect three Minis from the main reel game before commencing a

journey around the back streets of Italy, eventually leading to the jackpot.

Meanwhile, its latest Spanish AWP, Magic Gems, has received approval and Maygay's distributor, MGA, is preparing for its first orders.

ATARI GETS BACK IN THE SPACE RACE ...

ATARI is returning to a tried and tested format for its latest video release with a game based on the ever popular space warfare.

Space Lords uses 3D graphics to create an inter-galactic playing field where players are confronted with enemy ships, asteroids and nebulae. The cabinet boasts two screens with a choice of flying alone or with a co-pilot to enhance firepower and ship capabilities. Two cabinets can also be linked, giving the option of eight player warfare.



RAISE THY CHALICE AT WILLIAMS TABLE ...



WILLIAMS has turned back the clock to launch its latest pin table, Medieval Madness.

The game has been developed by the same team that designed Attack From Mars. But rather than taking a step into the future, the playing field for this latest release is based on an age of knights in shining

armour rescuing damsels in distress.

Players face the challenge of hitting a gate to lower the drawbridge and catapulting balls over the moat towards the enemy castle. In their way lie hidden obstacles such as evil trolls which pop up unannounced and must be struck down to open up the path to the castle.

The table also boasts a custom DCS sound system including thunder lightening and castle demolition noises. With Dot-matrix animation technology, the table is designed to appeal to novice and core players alike.

INTERNATIONAL *news*

ACCLAIM - JUDGE DREDD SHIPPING ...

ACCLAIM Coin Operated Entertainment's are now preparing to ship their great new 2 player shooting game Judge Dredd for coin op.

This action packed game propels the players through four worlds containing 15 thunderous levels, fighting through tunnels, plazas, escalators, lift shafts and mezzanine floors through a frenzy of explosive 1st person 3D action.

With its remarkable SGI graphics, full motion video sequences incorporating the very latest motion capture technology and packed with bonuses, powerups and secret rooms

this game is sure to become an international hit.

In an unprecedented move the Acclaim management have decided to bring this game out as a convertible kit complete with guns, holsters, top flash, control panel overlay and side decals. This will no doubt be welcomed as a shot in the arm to all of the operators out there who are up against the big expensive dedicated alternative, and so can convert and profit from their on site older games.

Shipping date is October 15th. For details contact Coin Cascade.

ITS BEGINS GOLDEN TEE TEST TOURNAMENTS

INCREDIBLE Technologies' International Tournament System (ITS) has debuted in England where players in pubs got their first taste of Golden Tee 3D Golf and ITS in a two week test this summer. Operator Edmonton Machines and distributor Electrocoin worked closely with Incredible Technologies to make sure the tournament went along without a hitch. Two additional test tournaments have occurred since the initial one, and the number of test locations has steadily increased.

Games face competition from the Amusement With Prizes (AWP)

machines that are plentiful in Europe. In addition, there is a 17 percent tax on all gross revenue. Still, everyone involved in the ITS tests is encouraged with the potential for both Golden Tee 3D Golf and World Class Bowling.

Initial plans call for separate tournaments in the United States and England, with eventual development of a true tournament on all machines in both countries once a year. Other countries, including Canada and Mexico, have shown interest in joining ITS, say officials at Incredible Technologies.



MAKE PURCHASES EASY!!!!

TIME OUT

COIN-OP

COMPETITION

bit platforms (Saturn & Playstation) are CD-ROM based, allowing more storage for game levels, characters, and even better music. Sony's machine currently commands top sales worldwide, due to its marketing power, easy programming and unique effect chips. The Saturn, by contrast, is very difficult to develop games for, due to its hardware specifications. The failed 32X and Sega CD may have also put a bad taste in consumers' mouths regarding any Sega home products. Each next-gen system has upwards of 200 titles, with some of the more ambitious yet to come this year.

The big shock in gaming occurred when Nintendo announced that its system would be cartridge-based, a format now considered ancient. The carts provide no loading time and more durability than CDs, but they have significantly less storage space and cost much more to manufacture. Despite this, Nintendo 64 sold faster than its competition. They rank in second place (after Sony) for number of purchased units. The latest adjustment came in response to Nintendo's higher-priced software: Sega and Sony discs have dropped as much as \$10 or \$20 in some instances! Demand for home games has never been higher.

Recent history and

gaming facts aside, what makes these next-generation home platforms compete with their arcade counterparts? I can think of at least three reasons. First and foremost, if home software can at least match coin-op video gameplay (if not perfectly duplicate visuals), then logically the player can have just as much fun at home with friends as he can by venturing to a location where each individual has to spend money separately. Graphics are important, but not essential to successful games. Even so, the gap of difference between the two formats visually is either minute or non-existent these days.

Daytona USA for his room, but for \$90-\$150 he will find a good CD translation is close to satisfying. After all, why buy time on someone else's game, when you can play it anytime? Owning a library of titles is almost as exciting as visiting an arcade, because it's always open!

Coin-op game developers have concentrated most of their efforts for the last year or two on producing simulators that cannot be faithfully converted to a home system, thereby keeping arcade games unique. The downside is that many game themes are sacrificed in favour of driving, flying or fighting sims. This leaves the home market the only place to find



A more obscure reason, but valid nonetheless, is a chance to "own" an arcade conversion. Few players can afford a dedicated sitdown unit of Ridge Racer or

role-playing, platform adventure, and sports games. These and other themes which are now absent from arcades, remain among the most time consuming scenarios. They can keep a player quite busy at home.

Courtesy RePlay

COIN-OP COMPETITION

DO arcade operators truly have anything to fear from the proliferation of home video game systems? This question has been asked for as long as there have been both arcades and home platforms ... or at least, for the last 15 or 16 years! However, never in the past has there been such a small gap between the graphic capabilities and gameplay of each respective format, combined with the every-decreasing price of home hardware and software titles (and, some operators would say, the every-increasing prices of the best coin-op video titles).

Not so long ago, consumers had to settle for simple pixels to represent screen characters and icons - at first

possibly with the likes of Pong and Space Invaders. Atari's model 2600 home video game console was probably the first real threat to arcade owners, due to the similarity of graphics and the high number of units sold. Arcade technology managed to make technological progress over the next few years, unchallenged by the home video market. The home market vidgame products of the mid to late 1980s consisted of Vectrex, Coleco, and Intellivision. All were good platforms, but they failed to generate popularity.

The current, and largest, resurgence of the home market began roughly two and a half years ago with the release of Sega's Saturn followed by Sony's Playstation. Dubbed next-

generation consoles, these 32 bit machines initially sold well ... and have since skyrocketed in popularity. At first, home game developers used only flat polygons to form screen shapes on titles for these platforms. The graphics resembled those seen in the original (arcade) versions of Virtua Fighter, Virtua Racing and Cybersled. This last year, though, home video games have seen greatly improved texture-mapping combined with cleaner resolution. Granted, the higher-powered machines in the arcade still prove to be superior, at least in the case of simulators. However, Namco actually improved beyond the arcade counterparts for version of Tekken 2 and Soul Edge on the Playstation! And, despite the lack of third party titles for the Saturn, Sega's own AM2 division has released excellent home versions of Sega Rally and Virtua Fighter 2.

The biggest blow to coin-op's leadership may have come during the past six months. This was the release of mankind's first 64-bit home video game system, the Nintendo 64. Retailing at only \$400, it represented the most powerful machine - at the cheapest price - in home vidgame history. More than that, the N64 forced Sony to reduce Playstation costs to a mere \$200 ... which in turn was matched with price cuts by both Nintendo and Sega.

For the record, both 32-



INTERNATIONAL news

NEO PRINT BOOSTS SNK RESULTS ...

SNK has received a welcome launch pad for the release of its first Neo Geo 64 games at this month's JAMMA Show, following the announcement of profitable interim results.

For the six months ended 31 March, 1997, the Japanese based video manufacturer made a profit of \$NZ14 million on turnover of \$NZ314 million.

A breakdown of turnover reveals that coin-op games accounted for \$NZ187 million, and arcade operators \$NZ74 million.

A spokesman for the company said that results had been boosted by the huge domestic success of the Neo Print machine. SNK sold nearly 10,000 units of the product in Japan alone last year.

These latest financial results represent a big leap in profits for SNK compared to previous results. For the fiscal year ended September 1996, it posted a profit of \$NZ2.4 million on turnover of \$NZ508 million.

SNK will be looking to build on this success with new Neo Geo 64 games including Samurai Spirits and Road's Edge.

Meanwhile, Bandai subsidiary Banpresto announced a profit of \$NZ1.46 million on turnover of \$NZ174 million for the six months ended March 1997. Coin-op games accounted for \$NZ98 million and arcade operation \$NZ15 million.

...

rights.

"We believe Retinal has sufficient funding to realise the full potential of the technology," explained an Arthur Anderson spokesman.

"The fact that the old development team was involved has been fairly central to negotiations," he added.

Virtuality was originally declared insolvent, with debts of \$NZ180 million, resulting from lack of HMD sales. The company's US entertainment division remains on the market, as does its professional headsets.

SALE STARTS FOR VIRTUALITY



VR specialist Virtuality, which went into administration in February, has seen its various stock, technology and entertainment assets sold to a range of buyers.

Administrator Arthur Anderson has negotiated deals for the sale of Virtuality's head mounted display (HMD) division, and the stock of equipment from its entertainment division.

Cybermind of Germany has bought Virtuality's European entertainment assets while US based Retinal Displays, set up by Virtuality's old management team, has acquired HMD

KONAMI NEWS ...

IN the last four years, Konami has tripled its staff worldwide, mostly in the R&D department. They're opening a new R&D centre in the US, which will be the company's twelfth. Three or four proprietary advanced video game hardware platforms are in the works. This includes their own M2 technology as seen in their new simulator, Solar Assault;

a CD-ROM based system which debuts this year with Total Vice; and a million polygons per second system called Cobra, developed jointly with IBM. This fall Konami hopes to exhibit and deliver out first Cobra products, including a driver called Racing Jam and fighter called Shindo.

INTERNATIONAL *news*

GAMEWORKS SET FOR SIX NEW SITES ...

GAMEWORKS, the LBE company founded by Sega, DreamWorks and Universal Studios, has unveiled plans for a further six US sites.

The news follows the opening of the group's third centre in Ontario, California.

In an interview with Replay magazine, Sega GameWorks president Al Stone said that the next sites were slated for Dallas in December and Atlanta in January 1998, to be followed by further sites in Philadelphia, Tampa, Boston and

Orlando.

Headed that "every major city" in the US would eventually have a GameWorks site. Stone did not rule out bringing the concept to Europe but the company is currently concentrating on the domestic market.

Commenting on the progress of the first two GameWorks sites he said that the Seattle location is earning "far above plan" while the second, in Las Vegas is "on plan".

AMOA EXPO NEARING 100% SELLOUT ...



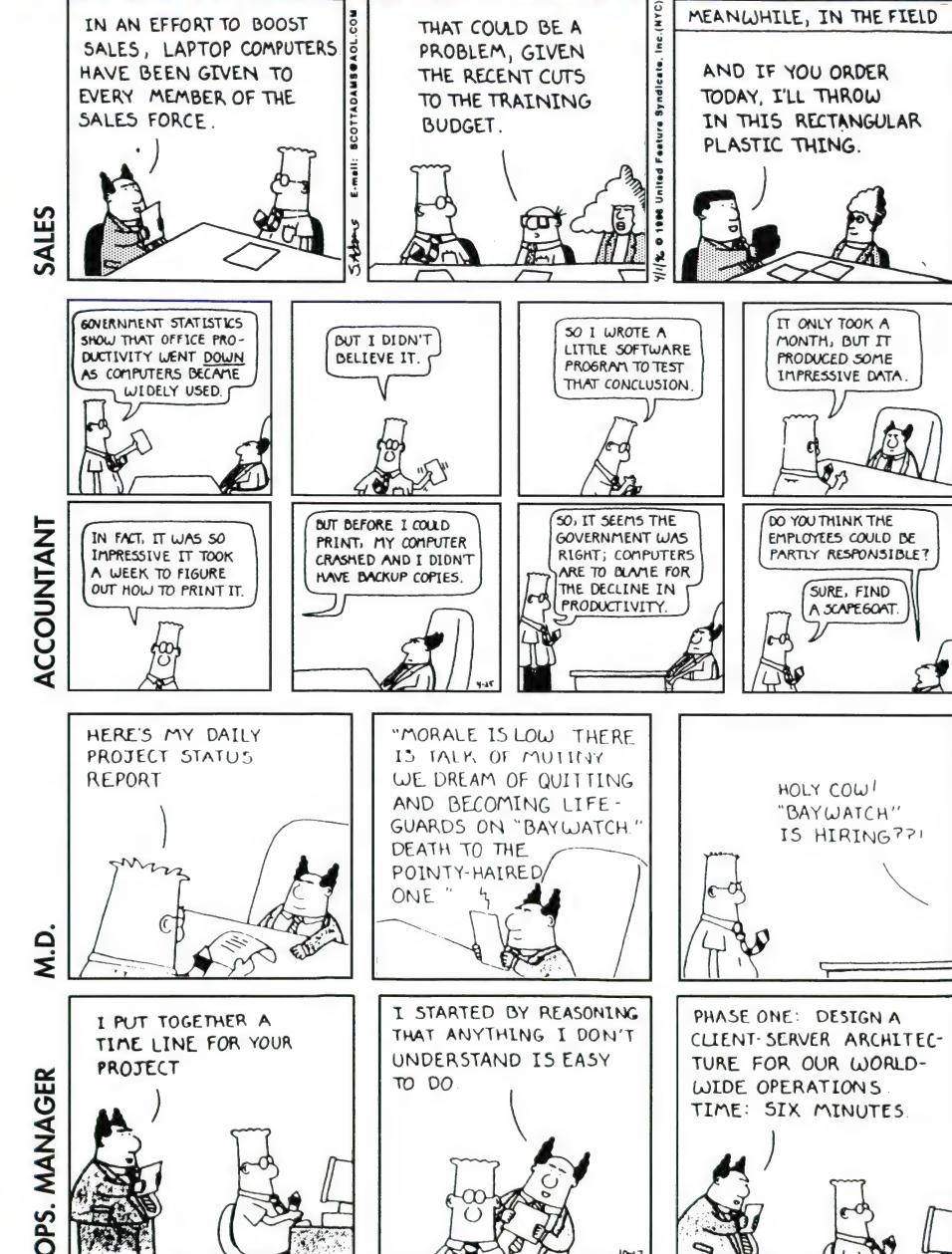
AMOA has sold some 95% of the available booth space as of today for their Expo to be held in Atlanta, October 23-25 in the World Congress Convention Centre. To get more information on attending or exhibiting, contact the Amusement & Music Operators Association at 1-800-YES-

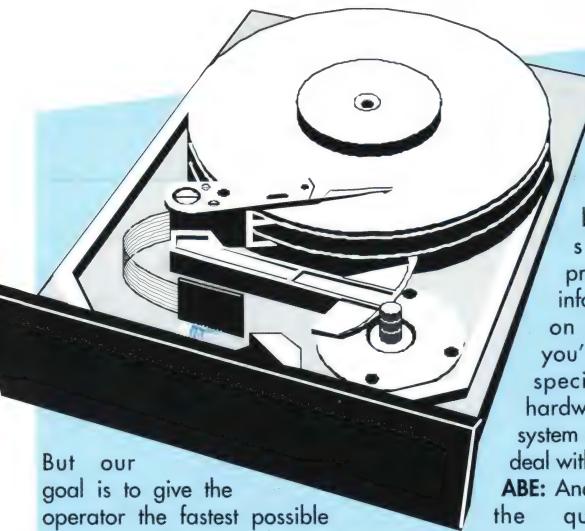
**PAY THE EASY WAY.
CHARGE TO YOUR CREDIT
CARD ON ALL PURCHASES**



TIME OUT

ACCOUNTANTS CORNER





But our goal is to give the operator the fastest possible return on investment.

ABE: What kind of time lag are you looking at between arcade release and the games hitting the consumer market?

CH: It all depends on how well the games do. If the game doesn't do well, the operator can get another game relatively inexpensively, but if it is doing well it can stay on-site and out of the home for as long as it's making money.

ABE: The viability of Windows 95 as an operating platform has also been questioned. How will you ensure that problems experienced in the home market won't be experienced in the arcade?

NC: Two reasons. The version of Windows 95 that we'll be using will be a stripped down version. The reason that there are difficulties sometimes on home PCs is that there's so much on there that you don't really need for a pure games platform. Word processors, calendars ... all that extra stuff that you need for a home PC we're stripping out, which makes the system much more reliable as a pure games platform.

CH: The other reason is that you have a consumer out there who might buy this manufacturer's sound card and that manufacturer's hard drive and the PC has to figure out

which versions its dealing with before it even starts processing the information. But on this system you'll have one specific set of hardware that the system is designed to deal with.

ABE: And what about the question of maintenance?

NC: Well, operators will have to be a little more computer savvy but PC components are pretty readily available, certainly more so than coin-op parts, so we don't foresee parts supply as being a problem. And also there's the possibility of an online maintenance support service, whereby operators can get help for a system that goes down outside of normal maintenance hours.

ABE: Another issue is the security of CDs. How will you avoid copying?

CH: That's not going to be a problem. We're already evaluating a number of safety features to incorporate into the CD that will remove the issue of copying. It will still be a regular CD but we will take steps to prevent copying. And if the software's cheap enough there's really no reason why people would take the risks and invest the time and money in copying.

ABE: The final point is the tie-up with DWANGO. Can you explain what this will mean for ArcadePC?

NC: As you're probably aware, DWANGO stands for Dial-Up Wide Area Network Game Operation and what they do is pass packets of information, not over the Internet but over their own private network. With any kind of inter-arcade playability, those packets have to be passed at a very fast rate, so there's

no delay for the player. Microsoft are already using them for their Internet Gaming Zone, and we're also working with them to see how that develops. We will see networkability over a wide area and it makes a lot of sense because it gives the player that extra something else.

ARCADEPC: BY THE NUMBERS

- Microsoft's research into the US arcade industry indicates that coin drop has fallen from \$1.8bn in 1992 to \$1.1bn in 1996, while the number of video game operators has also declined from 7,500 in 1992, to some 5,000 in 1997.
- Again, according to Microsoft's research, the number of street locations has also fallen from 320,000 in 1992 to 270,000 in 1997. Video operators' income has also declined by 20 percent in that period; that amounts to an average reduction in income of \$1,000 per week.
- Microsoft also believes that same income could be increased from \$4,000 to \$9,000 a week over a four year period with the introduction of a new standard.
- Many in the coin-op industry believe that only dedicated video games can take money. But some of the UK breweries operating arms have indicated that ArcadePC would be suitable for siting in up to 70 percent of their estates ... if the games are good enough.
- Game developers aren't looking purely at huge 3D-based racing and fighting games. Again, John Klayh believes Arcade PC is the perfect forum for developers to write simple games to fill in between the 3D blockbusters. To support this, he states that while Mortal Kombat sold some 55,000 units, Pac-Man sold in excess of 250,000 copies and appealed to a wider demographic.

TIME OUT



AUCKLAND ...



PROPCYCLE fans in Ohakune and Queenstown were amazed to discover that the seat on the Propcycle bike is supposed to move during the course of the game!!! It appears that the 50" dedicateds were set up in such a hurry that the transport brackets which secure the bike during shipping were forgotten and subsequently left attached. Patrons who had played the game before were said to find this movement added a new dimension to this already fascinating game.

PLANET Cue in Manurewa is the only game centre in South Auckland to have a Giant Mega 100" screen. Planet Cue owner Mr Jeremy Sue recently purchased and had installed the overhead projector

RUAPEHU SKI FIELDS ...



THE snow season is now in full swing with local operators experiencing good returns compared with the last two seasons that have been complete disasters. It is pleasing to see that

for the debut of all those larger than life games. Currently playing on the 100" screen is Marvel Super Heroes vs Street Fighter by Capcom.

AUCKLAND'S reputation for the biggest and the best is certainly evident when it comes to driving games. The unprecedented number and range of driving games available to the player has to be seen to be believed. With the large number of two Scud drivers in the market and the recent declines in income from this piece, many operators are now looking at more viable (and cheaper) alternatives like San Francisco Rush, GTi Club, Cruisin' World and the recently released Off Road Challenge by Midway.

Auckland operators have stayed away as the four hour drive being too much for call outs etc. I believe that these areas are best catered for by local operators anyway.

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Central: Robert Briggs Ph 07 346-3783 Mobile 025 946-724 Fax 07 346-3784
Lower N/l: Mike De Ruyter Ph 04 389-3919 Mobile 021 444-999 Fax 04 389-3657
South Island: Ken Thompson Ph 04 389-3919 Mobile 021 663-654 Fax 04 389-3657
Garth Ennor Ph 03 338-1411 Mobile 025 221-8694 Fax 03 338-1410

TIME OUT

NEW ZEALAND

N • E • W • Z

ROTORUA ...

 AFTER three months and \$16,000 the Briggs family car has finally been repaired after their son Jeremy borrowed it. Jeremy has hopefully learnt his lesson and gained the name of

"crash" throughout the industry. They do now have a problem with insurance companies that are unhappy to insure him as a driver.

WHAKATANE ...

CONGRATULATIONS to Ross Wilson from Wizards on their relocation. The

store comprising of 2,000 sq. ft. and is well sited on the main street.

HAMILTON ...

 **VIDEO** Ezy Greenwood Street opened on the 20th September with giveaways, celebrities and a fun filled day. This prominent location has drawn a lot of attention with the building up for architectural awards.



NEW bars still continue to open throughout the Central North Island, with

some of the existing ones tending to go off the boil, as they do. The Touch Master units are performing well and have been

tried in different locations and spots within those locations.

VILLAGE 7 Hamilton has just completed a new refit with new sales and counter systems with the objective to shorten the customers waiting time and provide better traffic flows.



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TIME OUT

ArcadePC - What Is It?

HanaHo APC is the company at the eye of the ArcadePC storm. AB Europe spoke to the company's Conway Ho and Norman Cheuk to get the real deal on the hot topic of 1997.

ARCADEPC HARDWARE: THE FACTS

WITH any video system it's the hardware that counts. The following is Intel's blueprint for ArcadePC architecture:

- Pentium II at 266Mhz minimum. A 400Mhz variant is also planned.
- 512k Level 2 cache.
- 32Mb RAM minimum, expandable to 256Mb EDO or SDRAM
- 2D accelerator including 4Mb or more RAM and S3 Virge, ATI 3D Rage 2 or Pro, Matrox Mystique or equivalent.
- 3D accelerator including 3Dfx Voodoo graphics or equivalent, 400K poly/sec or greater, 45M pix/sec or greater for gouraud shading and 4Mb RAM or more texture memory.
- Output options including TV output option for large monitors, MPEG-2 decoder HW, video capture and multiple monitor support.
- Stereo enhanced 3D DirectSound Compatible audio.

ABE: Since Microsoft announced its ArcadePC initiative, there's been a lot of disinformation in the Press. Can you give your own definition of what ArcadePC actually is?

NC: I'm actually based in Seattle, and I'm at Microsoft every other day working with them on this project. For us, what we see as ArcadePC, is a high end, PC-based platform with 3D graphic acceleration for the coin op market. What differs from the normal PC that you would buy for

business, is that the install base of what we have today is a Pentium 133 or 166 and we're creating a high standard.

CH: I think the simplest way to explain this is that in our industry for a number of years now people have been trying to standardise the platform. SNK's done the best job so far and Sega tried it with the Titan system. Capcom have tried it too. What Microsoft have done is they've looked at this with Intel and other people

outside coin-op and said, "The ultimate universal platform is the PC." So instead of having manufacturers only developing software on their own proprietary hardware it will be a truly open platform available to any developer. SNK already do this, and you see companies like Data East and Taito developing games for the Neo Geo. But this is a truly universal platform for the arcade industry - anyone will be able to develop games for it.

ABE: There have been some interesting comparisons drawn between the arcade business and the movie industry. What's your response?

CH: I believe it's the gameplay that makes money, and it just so happens that the best games are brought out in a dedicated format, because the manufacturers know they can get more money that way. A lot of them can easily be made as a kit.

ABE: What are you looking at in terms of price point, for both the units and the games?

NC: We're working on that with our customers right now. Obviously the biggest difference is that a PCB board is relatively inexpensive but we're dealing with state-of-the-art PC technology which isn't inexpensive at all. We're currently in negotiation with a number of suppliers to bring the price down as much as possible.



Courtesy AB Europe

FINAL FURLONG



GET ready for the ride of your life! Namco America's Final Furlong is a one-to-four player horse racing game, packaged in a unique cabinet featuring 29" monitors and two "horses" (sitdown player stations) per cabinet. As readers know, Namco enjoyed a huge worldwide hit with its Alpine series, which adapted seemingly unlikely sports to video simulation - making full use of the big screen and some unique player interface controls. Final Furlong takes the same idea to the race track, and Namco proves it's a natural. Says Namco: "Final Furlong is a winner in any location!"

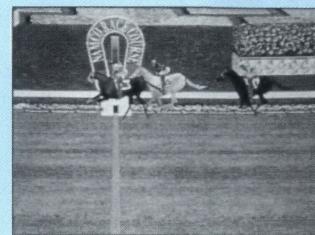
Players select one of three tracks; each track varies in distance (six furlongs, one mile and 1.5 mile) and scenery. Then they select one of six horses, each having different qualities. Two horses are for novice riders and are highly recommended for those with little riding experience. The other four horses - Leader, Front Runner, Mid Division and Strong Finisher - vary in their racing style. The Leader takes the lead as soon as the gate opens and sets the pace for the race. The Front Runner holds the second to third

position in the beginning of the race, then increases its speed as the Leader begins to lose its stamina. The Mid Division take a position just behind the Front Runner and rushes with all its might when the others tire. The Strong Finisher stays behind the other horses in the early stage of the race and makes a strong effort to come from behind to win the race. It is important that the player matches his riding style to the type of horse he or she has chosen.

Players rock their horse back and forth, using the reins level to gain speed. Slow down by rocking slower. Players use their whip button to gain maximum speed. Avoid getting too close or bumping into other horses as it will slow your horse down and your horse loses stamina. Players must pace their horse based on their horses' abilities. Otherwise, the horse will lose stamina before reaching the "spurt point." The first horse to cross the finish line wins the race. In close races, the winner is determined by way of a photo finish.

Each race is "broadcast" live to add to the thrill of the sport. Advice is given to all players at the end of the race on how to improve their riding skills.

What are you waiting for? Join us on "Jockey Island" for the race of a lifetime! For more information, contact Coin Cascade.



TIME OUT



CHRISTCHURCH ...

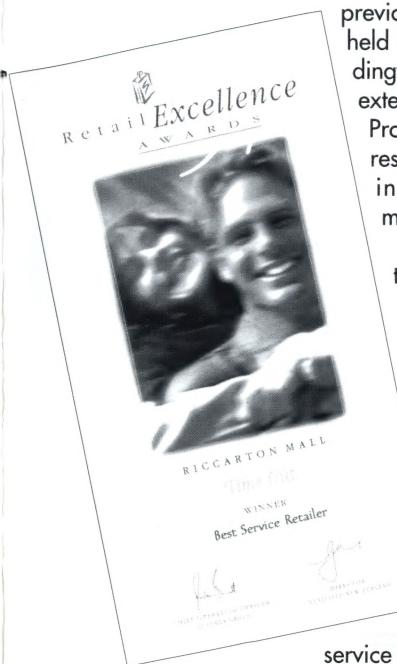
RETAIL AWARDS

THE industry has come a long way over the past five or six years. The previous perception that people held of arcade centres "a dark, dingy environment" has to a large extent gone.

Proof of this lies not only in the research of the market but also in the eyes of property managers around the country.

In the past 12 months two Christchurch Time Out stores have received awards in their respective mall retail award competitions.

Time Out Riccarton received an award for best service retailer in their mall and went on to the national finals against representatives from all over the country. The winner of the national best service retailer was Rodney Wayne



DUNEDIN ...

MERV Wilson is recovering well from his recent stroke. He has recently opened a new centre under the Time Out brand in the new Meridian Shopping Mall in

Hairdressers.

The national awards were presented at a gala event held at the Auckland Sheraton Hotel. Dignitaries from Westfields and St Lukes as well as many retailers attended the awards on the 30th of September.

Time Out Northlands Mall also received an award in their retailer of the year awards, winning the runner-up for the Best Retail Outlet for Northlands Mall.

The award was presented at a Northlands Mall presentation attended by senior executives from Kiwi Properties.

THE El Nino effect has definitely been felt by operators in their cash boxes this winter. The south island has enjoyed one of its warmest and driest winters in over 30 years. This has meant that all indoor entertainment facilities (including leisure centres) have experienced a drop off in patronage.

conjunction with his partner Trev Allan and is currently enjoying a well earned holiday with Anne and Kelly in Australia.

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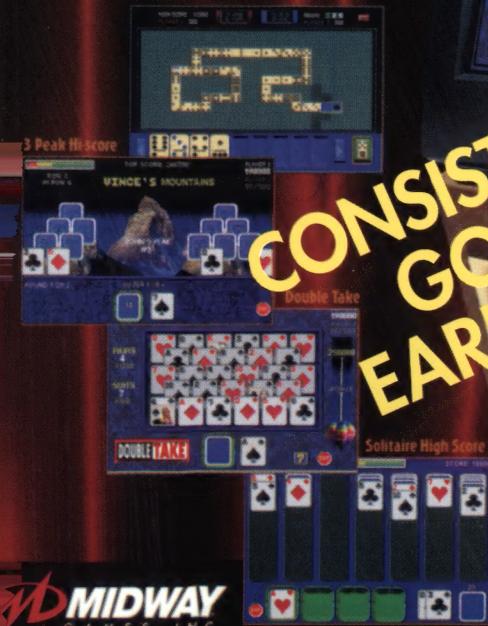
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CHARTS

AUSTRALIA

DEDICATED GAMES

1. Midway Off Road Challenge
2. Namco Tokyo Wars
3. Sega Daytona
4. Atari San Francisco Rush
5. Sega Virtua Cop 2 DX
6. Konami Alpine Racer 2
7. Konami Crypt Killer
8. Midway Cruis'n World
9. Konami GTi Club
10. Atari Maximum Force

CONVERSION GAMES

1. Namco Tekken 3
2. Neo King of Fighters 97
3. Sega Virtua Striker 2
4. Wintech Red Hawk
5. Midway Rampage World Tour
6. ICE Police Trainer
7. Namco Point Blank
8. Atari Mace
9. Capcom X-Men vs Street Fighter
10. Capcom Vampire Saviour

PINBALLS

1. Williams Medieval Madness
2. Bally NBA Today
3. Bally Scared Stiff
4. Williams Junk Yard
5. Williams Arabian Nights
6. Bally Attack from Mars
7. Williams Johnny Mnemonic
8. Bally Theatre of Magic
9. Bally No Fear
10. Bally Safe Cracker

REDEMPTION

1. LAI Turtle Merchandiser
2. Jaleco Spider Stompin'
3. Inc.Tech World Class Bowling
4. Funhouse Ticket Tac Toe
5. LAI Tickee Tickets

JAPAN

DEDICATED GAMES

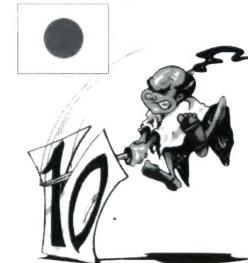
1. Namco Final Furlong
2. Sega The Lost World
3. Taito Go By Train
4. Sega House of the Dead
5. Konami Toloeki Memorial
6. Sega Top Skater
7. Taito Side By Side 2
8. Konami GTi Club
9. Namco Armadillo Racing
10. Namco Tokyo Wars

CONVERSION GAMES

1. Namco Tekken 3
2. SNK King of Fighters
3. Sega Virtua Striker 2
4. Capcom Marvel Super Heroes vs SF
5. Capcom Vampire Saviour
6. Namco Quiz My Angel 2
7. Sega Dynamite Baseball 97
8. Taito G Darius
9. Jaleco vs Mahjong Brand New Star
10. Vid Sys. Mahjong Final Romance R

PINBALLS

1. Midway NBA Fastbreak
2. Williams Junkyard
3. Capcom Pinball Magic
4. Data East Batman Forever
5. Data East Jurassic Park



USA

DEDICATED GAMES

1. Sega House of the Dead
2. Atari Maximum Force
3. Incred.Tec Tournament 3D Golf
4. Sega Gunblade NY
5. Midway Rampage World Tour
6. Namco Time Crisis
7. Sega Virtua Cop 2
8. Dynamo Solitaire Challenge
9. Sega Virtua Fighter 2
10. Midway Killer Instinct 2

CONVERSION GAMES

1. Namco Tekken 3
2. Incred.Tech Golden Tee 97
3. Atari Area 51
4. P&P Police Trainer
5. Incred.Tech Golden Tee 3D Golf
6. Namco Point Blank
7. Sega Die Hard Arcade
8. Incred.Tech World Class Bowling
9. Fabtek Raiden Fighters
10. Atari Mace the Dark Age

PINBALLS

1. Bally Scared Stiff
2. Bally Attack From Mars
3. Williams Junkyard
4. Bally The Addams Family
5. Bally Theatre of Magic



NZ

DEDICATED GAMES

1. Atari San Francisco Rush
2. Namco Tokyo Wars
3. Midway Cruis'n World
4. Namco Victory Lap 50"
5. Sega Daytona USA
6. Konami GTi Club
7. Sega Sega Rally
8. Konami Henry Explorers
9. Sega Virtua Cop 2
10. Sega Scud

CONVERSION GAMES

1. Namco Tekken 3
2. Capcom Marvel vs Street Fighter
3. Atari Mace
4. Capcom Street Fighter vs X-Men
5. Incred.Tech Golden Tee Golf 97
6. Sega Virtua Striker
7. Namco Tekken 2
8. Capcom SSF Alpha 2
9. Namco Time Crisis
10. ICE Police Trainer

PINBALLS

1. Williams Medieval Madness
2. Williams Junkyard
3. Williams NBA Fastbreak
4. Williams Arabian Nights
5. Bally Scared Stiff

